

Weapon Name: \_\_\_\_\_

Attack Rank: \_\_\_\_\_

Weapon Syn.Lv.(WSL): \_\_\_\_\_

Defensive Adjust: (DA): \_\_\_\_\_

DA Modifier (\_\_\_/\_\_\_=\_\_\_): \_\_\_\_\_

To Kill Adjustment (TKA): \_\_\_\_\_

Character To Kill Adj. (CTKA): \_\_\_\_\_

Total To Kill Adj. (TTKA): \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Spell: \_\_\_\_\_

Attack Rank: \_\_\_\_\_

Spell Syn. Lv. (WSL): \_\_\_\_\_

Range: \_\_\_\_\_

Save: \_\_\_\_\_

Duration: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Spell: \_\_\_\_\_

Attack Rank: \_\_\_\_\_

Spell Syn. Lv. (WSL): \_\_\_\_\_

Range: \_\_\_\_\_

Save: \_\_\_\_\_

Duration: \_\_\_\_\_

Notes: \_\_\_\_\_

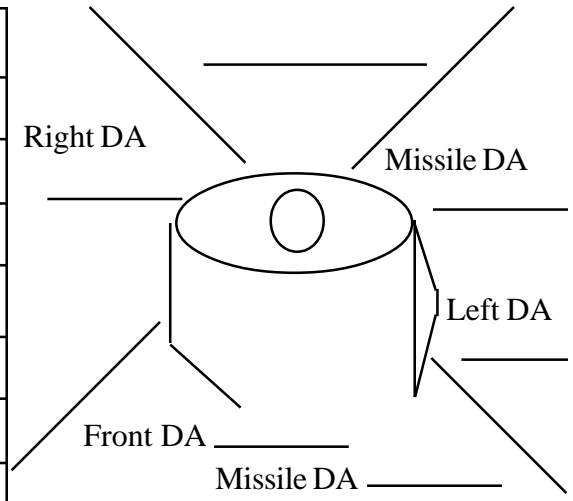
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\_\_\_\_\_

\_\_\_\_\_

Wounds	
-15	-14
-13	-12
-11	-10
-9	-8
-7	-6
-5	-4
-3	-2
-1	0
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
25	26
27	28
29	30
31	32
33	34
35	36



Primary Weapon: \_\_\_\_\_  
 Weapon Attack Rank: \_\_\_\_\_  
 Weapon Damage: \_\_\_\_\_  
 Secondary Weapon: \_\_\_\_\_  
 Weapon Attack Rank: \_\_\_\_\_  
 Weapon Damage: \_\_\_\_\_

Right DA: Weapon Only  
 Left DA: Shield Only (if you use one)  
 Front DA: Total of Weapon and Shield DA  
 Rear DA = Zero

Armor Name: \_\_\_\_\_  
 Armor Protective Value (APV): \_\_\_\_\_  
 Wound Resistance (WR): \_\_\_\_\_  
 Magic: \_\_\_\_\_  
 Total Protective Value (TPV): \_\_\_\_\_  
 The TPV = WR + TPV + any Modification due to Magic

Shield Type: \_\_\_\_\_  
 Shield Syn Lv. (SSL): \_\_\_\_\_  
 Shield Defensive Adjust: (SDA): \_\_\_\_\_  
 Shield Missile Def.Adj (SMDA): \_\_\_\_\_  
 Shield Bash:  
 Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the shield bash will work.  
 Damage = 2d6+1 minus the targets TPV rolls. Must still hit the target. If target is hit then it is stunned for one combat round per point of damage.

Skill Name: \_\_\_\_\_  
 Skill Synergy Level: \_\_\_\_\_  
 Notes: \_\_\_\_\_